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## THE PLOTTER

CLACKAMAS COUNTY AREA T/S  
USERS GROUP  
NEWSLETTER

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VOLUME 4    \*\*    NUMBER 1

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JANUARY 1985

EDITED BY: ROD GOWEN/DICK WAGNER

CHAIRMAN:        SID WYNCOOP

V/CHAIRMAN:     ??????

TREASURER:      ROD GOWEN

PR OFFICER:     BOB EVANS

LIBRARIAN:      ROD GOWEN

\*\*\*\*\*

### NEXT MEETING

The JANUARY meeting will be:

on: FRIDAY, JAN. 10, 1986

at: 7:30 P. M.

in: COMMUNITY ROOM

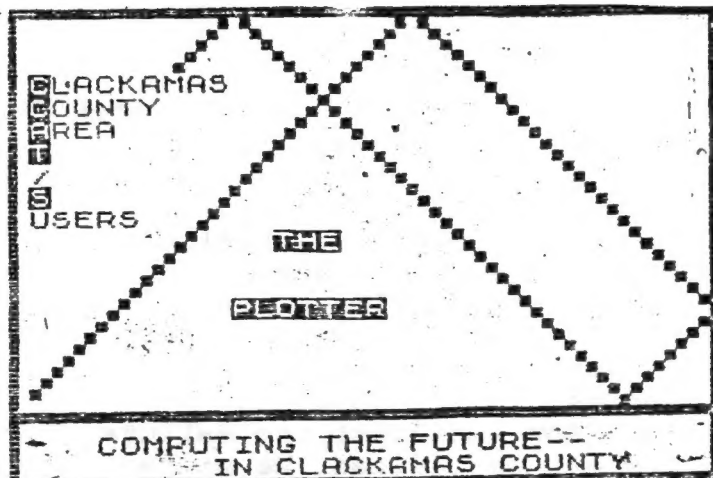
FAR WEST FEDERAL S&L

OREGON CITY SHOPPING CTR

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FLASH! FLASH!

### ELECTION FINALS!

Here are the final results of this years' election. We were again disappointed with the response. We received only 16 ballots out of 48 paid members.

Your new officers are:

SID WYNCOOP----CHAIRMAN  
?????        ----VICE CHAIRMAN  
JACK ARMSTRONG--SECRETARY  
ROD GOWEN-----TREASURER  
BOB EVANS-----PR OFFICER  
ROD GOWEN-----LIBRARIAN  
DICK WAGNER----NEWSLETTER ED.

You will notice the VC is not there. That is because we are going to have to decide that one at the January meeting with a coin toss. The vote was a tie, 8 for Dick Wagner and 8 for Dennis Jurries.

Our meeting night has been decided by a clear majority of the votes:

1st THURSDAY----- 5 VOTES  
2nd FRIDAY-----10 VOTES

and 1 write-in vote for 2nd Wednesday. See you all on the 2nd Friday of the month!

We wish that there had been a better response to the ballot, however, the decisions have been made by those of us who cared enough. Better luck next year.

## SECRETARY'S SECRETS

The DECEMBER meeting was held on DECEMBER 13, 1985, at the above location. The meeting was called to order by DICK WAGNER, our Chairman, at 8 P.M.. After the Treasurers' report and introduction of new members and visitors, we moved on to Old Business. There was not much of anything left over, so on to New Business. The fact that the Ballots were due was emphasised. We wanted to make sure that all had ample opportunity to cast their vote. The fact that our yearly membership dues are to be paid by January 15th was also brought up. If they are not paid by that date, there will be no February issue of THE PLOTTER in your mailbox! We don't want you to miss any issues, get your dues paid to ensure that you don't.

We then went on to have persons who had new products at the meeting explain what they had to show.

DENNIS JURRIES had his dual TEK DSDD Aerco system there for us to see.

DICK WAGNER brought the OLIGER DD system for us to look at. It was made up of 3 boards that plug together, one flat and two uprights. There will be a complete review of this system in an upcoming issue of TIME DESIGNS MAGAZINE.

ROD GOWEN of RMG ENTERPRISES had several treats for us this time. The star of the show was, of course, the QL and the QL MONITOR. However, running a close second was the ZEBRA TALKER VOICE SYNTHESIZER. ZT, as Rod calls him, gave a 3 minute discourse on his friend, QL. It was very interesting. Rod also had the OS64 CARTRIDGE and the GREETING CARD DESIGNER for all of us to see.

Our Chairman adjourned to meeting at 8:55 P.M..

We hope to see all of you there for the next meeting. Who knows what goodies you may miss?

## FROM THE EDITOR'S DESK

HAPPY NEW YEAR! and GOODBYE!

That's right! This is the last time I will write this column. At least for a year. I will turn the editorial responsibilities over to DICK WAGNER. Let's all support his efforts. Drop him a line and let him know how he is doing. Just send any comments or inquiries to the address on the back page of this newsletter.

I hope that with the New Year, we will all gain even more from our computers and our contact with each other through the user group.

I have, as I said before, enjoyed putting this publication out for you each month for the past 3 years. I hope that you have found it informative and enjoyable. If I have from time to time gotten on the old soapbox, it is only because I firmly believe that we must stick together and support each other or we may lose the support that we need so much. As they say, our "orphan" needs to be needed.

I am not leaving the group or the NL. I am going to be writing various columns and possibly a guest editorial.

Let's all rally and support our new officers, I'm sure that they will appreciate it.

STICK BY YOUR GROUP, AND KEEP ON POKEing AND PEEKing.

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## BITS & BYTES

Here we go! A whole new year to do with what we wish. I think that we will also see many new developments and products come to pass in TS Land. I plan to be here to keep you informed as best I can. I will read other newsletters, other catalogs, listen to the industry news and read and report any information that I can from the telecommunications service, COMPUSERVE.

SINCLAIR-has stopped offering the QLAB membership in the US. QLAB stands for QL USERS BUREAU. It will still be offered in the UK. The people who have already signed up will be members but no new names will be accepted. Sinclair gave no good reason for the decision.

T-S HORIZONS-#16 is now in the library. This magazine may be slow in arriving, but it is worth the wait. I am pleased to see that, even with problems, Rick Duncan is continues to put it together. I applaud his efforts.

RMG ENTERPRISES-has added several new lines of products to the normal line. They now carry the ZEBRA products, TASMAN products and AERCO'S fine line of products. They now have over 250 different items in stock. Just call 503/655-7484 or send a legal sized S.A.S.E. for info. (See page 8 for advertisement.)

EMC(English Micro Connection)-has finally taken care of the order that Rod Gowen had been waiting on. Rod said that he received a refund from them for the order that they evidently could not fill. It seems a shame that it took over 2 months to get it resolved.

ZEBRA SYSTEMS-has a special QL catalog. All you have to do is ask for one. There are copies of their regular catalog in the library.

CURRY COMPUTERS-is also offering a new QL catalog for the asking. There is also a copy of their regular catalog in the library.

CCAT/S LIBRARY-continues to receive the regular mags each month. We are now receiving TS HORIZONS, COMPUTER SHOPPER and SUM MAGAZINE. We also get about 20 newsletters each month from other user groups around the country and the world. There is a wealth of information in these publications if you are interested. They can be checked out by paid members at the meetings or at the home of the Librarian, Rod Gowen. (Same address as the return address on this NL)

SEE YOU WITH MORE NEWS NEXT TIME...

## C PROGRAM FOR SINCLAIR PC AND IBM PC

by Colon Goldberg

Sets are a feature provided in the Pascal language but absent in C. The following routines allow a calling program to set or clear the nth "element" in a "set" (which is actually a bit vector in which each bit is either on or off, and represents the membership or otherwise of the element).

Thus, when the nth bit is off, the nth element is not a member or otherwise of the set (bit vector), and when the nth bit is on, the nth element is a member of the set.

The following example first defines a "character" array (used for the bit map that is to hold the "set"), and passes the address of that array to the routines which set and clear the bit associated with "element" of the array. Note that the first (leftmost) bit in the array is reserved for element zero, as a zero-relative scheme is used.

main ()

```
char bitmap 100 ; defines the area
to be used/
bitset(bitmap,13); /sets the bit for
element 13/
bitclear(bitmap,5) /clears the bit
for el. 5/
```

```
bitset(bitmap,element)
char *bitmap
int element;
```

```
int bit_offset,
byte_offset
```

```
byte_offset = element >> 3;
bit_offset = element - (byte_offset *
8) + 1;
```

## FROM THE NEW EDITOR

My face is RED before I even get started, and I have a tiger by the tail.

The December issue of the PLOTTER carried a partial article for an ESCAPE key add-on for the 2068. I did not fully study the diagram at the time but I have discovered that the information is incomplete as is. It lacks the details for connecting to a 4066 IC which is a series of electronic switches that operate as if several keys (function) were pressed at one time. The missing details will be in next month's publication.

## Artillery Practice: A 2068 Game

This game requires the player to enter the gun firing force and the angle for firing. By trial you can arrive at values you can work with. Too much force puts you off the screen. The misses keep adding up until there is a hit. At times it appears that the target is not repositioned which is possible because of the random function.

```
5 PRINT AT 0,5;"Artillary Pract
ice"
```

```

10 REM Acey Deucey ©Charlie Day
and published in TSUG/enhanced
by Jack Armstrong
12 REM Some parts designed by
Peter Shaw-Some parts have
been redesigned or added by
J. Armstrong
15 GO SUB 9000: LET d=50
20 GO SUB 7000
25 CLS
30 LET a=INT (RND*13)+1
35 LET b2=INT (RND*13)+1
40 IF ABS (b2-a) < 2 THEN GO TO
30
45 LET g=INT (RND*13)+1
50 IF a=d OR b2=d THEN GO TO 3
0
55 PRINT PAPER 7;AT 11,2;"|_|_"
60 LET b=INT (RND*4)
65 LET c=0
70 IF b=0 OR b=3 THEN LET c=2
75 LET b$=CHR$(144+b)
80 PRINT PAPER 7;AT 12,2;"| ";
INK c;b$; INK 0;"|"
90 PRINT PAPER 7;AT 13,2;"|
|"
100 PRINT PAPER 7;AT 14,2;"| ";
(CHR$ 8 AND a>=10);a;"|"
110 PRINT PAPER 7;AT 15,2;"|
|"
120 PRINT PAPER 7;AT 16,2;"| "
; INK c;b$; INK 0;"|"
130 PRINT PAPER 7;AT 17,2;"L_|_"
|"
140 LET b=INT (RND*4)
150 LET b$=CHR$(144+b)
155 LET c=0: IF b=0 OR b=3 THEN
LET c=2
160 PRINT PAPER 7;AT 11,8;"|_|_"
|"
170 PRINT PAPER 7;AT 12,8;"| ";
INK c;b$; INK 0;"|"
180 PRINT PAPER 7;AT 13,8;"|
|"
190 PRINT PAPER 7;AT 14,8;"| ";
(CHR$ 8 AND b2>=10);b2;"|"
200 PRINT PAPER 7;AT 15,8;"|
|"
210 PRINT PAPER 7;AT 16,8;"| "
; INK c;b$; INK 0;"|"
220 PRINT PAPER 7;AT 17,8;"L_|_"
|"
225 PRINT PAPER 7;AT 11,18;"|_|_"
|" AT 12,18;"|"; INK 2;███; I
NK 0;"|" AT 13,18;"|"; INK 2;███
███; INK 0;"|" AT 14,18;"|"; INK
2;███; INK 0;"|" AT 15,18;"|";
INK 2;███; INK 0;"|" AT 16,18
;"|"; INK 2;███; INK 0;"|" AT
16,18;"|"; INK 2;███; INK 0;"|
|" AT 17,18;"L_|_"
230 PRINT AT 1,10;"You have $";
d
240 PRINT AT 3,3;"How much do y
ou bet my next";TAB 3;"card lie
s between ";a;" and ";b2;"?"
250 INPUT e
260 IF e>d THEN GO TO 150
270 IF e<1 THEN PRINT TAB 13;
FLASH 1;"Coward"
280 PRINT TAB 9;"My number is
";g
285 GO SUB 1000
290 IF e<1 THEN GO TO 3000
300 IF NOT (g>a AND g<b2 OR g<a
AND g>b2) THEN GO TO 340
310 PRINT TAB 5;"Well done, yo
u win $";2*e

```



```

320 LET d=d+2*e: IF d>=100 THEN
PRINT PAPER 7;"O.K., Sport, you
're too good forme. I'll have to
pass.";AT 1,20;d: STO
P

```

```

330 GO TO 3000
340 PRINT TAB 7;"Sorry, you lo
e $";e
350 LET d=d-e
360 IF d<1 THEN PRINT TAB 10;"Y
ou are broke": GO TO 3020
370 GO TO 3000
1000 REM
1005 LET b$=CHR$ (144+b)
1010 PRINT PAPER 7;AT 11,18;"[
"
1020 PRINT PAPER 7;AT 12,18;"|
";
INK c;b$; INK 0;"|
"
1120 PRINT PAPER 7;AT 13,18;"|
"
1130 PRINT PAPER 7;AT 14,18;"|
";(CHR$ 8 AND g>=10);g;"|
"
1140 PRINT PAPER 7;AT 15,18;"|
"
1150 PRINT PAPER 7;AT 16,18;"|
"; INK c;b$; INK 0;"|
"
1160 PRINT PAPER 7;AT 17,18;"|
"
1200 RETURN
3000 PRINT AT 20,9;"Press any ke
y": PAUSE 0
3010 GO TO 25
3020 INPUT "Press ENTER to play
again"; LINE a$: RUN
7000 BORDER 1: PAPER 4: INK 9: C
LS
7100 RETURN
9000 REM
9010 FOR a=USR "a" TO USR "m"+T:
READ user: POKE a,user
9020 NEXT a: RETURN
9030 DATA 24,60,126,255,255,126,
60,24,24,60,90,255,255,90,24,60,
16,66,124,254,254,64,16,56
9040 DATA 68,238,254,254,254,124
,56,16,204,204,51,51,204,204,51,
51,126,128,128,128,128,128,128,1
28
9050 DATA 254,1,1,1,1,1,1,1,128,
128,128,128,128,128,128,1,1,
1,1,1,1,1,254
9060 DATA 255,0,0,0,0,0,0,0,1,1,
1,1,1,1,1,1,128,128,128,128,128,
128,128,128,0,0,0,0,0,0,126
9070 REM ABCD E F G H I J K L M
9080 REM *** * [ ] _ | | -
9090 SAVE "27,acduc" LINE 5
9100 FOR k=-5 TO 7: BEEP .05,k:
NEXT k
9110 VERIFY "acduc"
9120 FOR k=-5 TO 7: BEEP .05,k:
NEXT k

```

## FROM THE CHAIRMAN'S COMPUTER DICK WAGNER

This is my last article under this title. It has been a good year for our user group and I expect more activity for 1986 with a new chairman.

I attended the December meeting for PATS in Portland. The attendance was the best for a long time due to our member Rod Gowen having a QL computer and monitor to demonstrate. This definitely point out our advantage in having such good displays of new merchandise and expert advice at every meeting. As I have said many times, miss a meeting and miss a lot of new information.

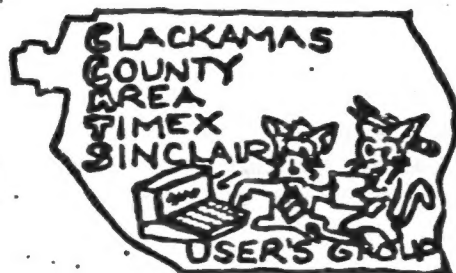
Our question and answer period at meetings produces a fine response from members. It is sure a good way to learn more and more about our equipment and software. Again, missing a meeting means you have lost the chance to participate in some interesting discussions.

## #####

### INPUTTING TEXT WITH STRINGS Dick Wagner

We all have experienced the long time it takes for our TS 1000/1500 computers to handle string input of more than 3-4 lines. The more we add after that the longer it seems to take for the computer to display the results. There is at least one easy solution to this problem. The method described can be adapted to almost any program that requires a lot of text input, such as game instructions, information, etc that is not a REM statement.

Strings can be combined by using the structure LET A\$=A\$+"xxxx" where A\$ is the last string and xxxx is the additional text or characters of any length, but limiting to 3-4 lines will speed up the process of inputting. Starting at the beginning, A\$ is the first 3-4 lines of a long statement. Then that is combined with the next set of lines, etc.



The last character need not be a period as the "+" will continue the line. If a space is required at the new input just include it after the first ". Of course words can be split the same way.

These examples will help to illustrate --

```
10 LET A$="THIS IS AN EXAMPLE
   THAT WOULD BE 3-4 LINES LONG"
15 LET A$=A$+". I HAVE ADDED A
   PERIOD TO FINISH THE LAST LINE
   AND THE LINES WILL BE CONTINUED
   FOR 3-4 LINES."
```

The idea is to continue in this fashion for the total text. Allow extra line numbers between each for possible corrections.

Corrections and changes can be easily done as in these examples

```
If a period is left off the end
of a previous string then use--
12 LET A$=A$+"."
```

```
Assume a period was left out 35
spaces from the end of a string-
16 LET A$=A$(1 TO LEN A$-35)+".
   +A$(LEN A$-34 TO LEN A$)
```

It may take some number juggling to get the period located right. Spaces can be opened up the same way.

By using PRINT A\$ direct mode at any time to check your work, errors can be detected. Be sure to use RUN any time a change is made to correct memory. Use the same idea to display for counting.

Various kinds of corrections can be made by this system. Users will find it much easier to copy programs, etc when there is a chance to speed up the process and to make corrections. A future Marquee scrolling program that uses this method to input 2 separate messages will be given in a future PLOTTER issue.

## ARTICLE

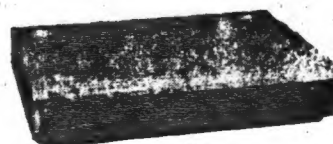
### SAVING RAM MEMORY

by: DENNIS JURRIES

Have you ever written a BASIC program and have used up all of the available memory and are still not finished? This happened to me a while back. I wrote a Macintosh type display program on Weld Design only to find about three fourths of the way through that I had only 320 Bytes left. At this point every time that I would edit a line and try to reinsert it back into the program the computer would delete the line completely. After going back and rewriting the program three times to pick up memory and gaining some I still could not finish the program. A friend of mine clued me into some memory saving techniques that he had received from another program. The techniques are as follows:

<u>NORMAL USAGE</u>	<u>MEMORY SAVER</u>	<u>BYTES SAVED</u>
1	SGN PI	5
0	NOT PI	5
3	INT PI	5
2, 4 ON UP	VAL "n"	3

In the last example 2, 4 on up means to use any interger 2 or 4 on up. When I used these memory savers in my Weld Design program I found that I had freed up in excess of 12,000 bytes.



2050

### COMMENTS ON COMPUERVE

Rod Gowen  
CIS# 70436,1542

CIS: That stands for COMPUERVE INFORMATION SERVICE. The definition is for those of you not familiar with the service.

I am, in this column, going to let all all of you know what the T/S World is doing outside of our own local area. I hope that it will help you in some small way.

Here we go again, more news from the wide world of telecommunications. I find myself wondering, each time I dial up CIS, just what I would do to get the same amount of information each month as I do from this service. I know that I could exchange letters and make phone calls, but to me, one way is too slow and the other is too expensive. I really enjoy my time in the forums. I am constantly amazed at how many things I can learn and read about on CIS. It is not just the Timex/Sinclair related forums, but the Easyplex Electronic Mail, the data bases, the weather and news information services. There is the shopping mall, called the Electronic Mall, where you can place orders for thousands of products with your credit card or on your CIS bill.

If you have to make a trip by plane and want to check schedules and rate quotes from the airlines right on the service. You can check your stock market to see if you are getting rich. All of this and much, much more is yours on CIS.

As for the past month on the TS forum, there has been much talk of DD systems as usual. One surprise came when the SYSOP (that's Systems Operator) left a message stating that from here on in he was going to be enforcing the rule that there will be no advertising allowed on the forum. Now all the Dealers will have to leave their ads on the National Bulletin Board.

That's all for this time. I will be running more of the index and some actual messages from the forum in the next installment.

SEE YOU THEN...  
LET'S (TELE)COMMUNICATE.....



ZX / TS  
P and R

```

5 REM UNION JACK Designed
1/85 by Jack Armstrong
10 LET a=0: BORDER 5: PAPER 2:
INK 1: CLS
20 PLOT 0,0: DRAW 0,175: DRAW
255,0: DRAW 0,-175: DRAW -255,0
30 FOR a=120 TO 136: PLOT a,17
4: DRAW 0,-174: NEXT a
40 FOR a=80 TO 96: PLOT 0,a: D
RAW 254,0: NEXT a
50 LET b=239: LET c=-159
60 FOR a=1 TO 16: PLOT 0,ABS c
: DRAW b,c: LET b=b+1: LET c=c-1
: NEXT a
70 LET b=-174: LET c=254
80 FOR a=1 TO 16: PLOT a,174:
DRAW c,b: LET b=b+1: LET c=c-1:
NEXT a
90 LET b=158: LET c=238
100 FOR a=16 TO 0 STEP -1: PLOT
0,a: DRAW c,b: LET b=b+1: LET c
=c+1: NEXT a
110 LET b=254: LET c=174
120 FOR a=1 TO 16: PLOT a,0: DR
AW b,c: LET b=b-1: LET c=c-1: NE
XT a
130 PAUSE 90: PRINT #1;AT 1,0;"
      GOD SAVE THE QUEEN!"
140 PAUSE 0: PAPER 7: CLS
150 STOP
200 REM
202 SAVE "UNION JACK" LINE 10
205 VERIFY "UNION JACK"

```

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

## GILB'S SECOND LAW OF UNRELIABILITY

=====

ANY SYSTEM WHICH DEPENDS ON  
HUMAN RELIABILITY IS UNRELIABLE.

## TROUTMAN'S SECOND PROGRAMMING POSTULATE

=====

PROFANITY IS THE ONE LANGUAGE  
ALL PROGRAMMERS KNOW BEST.

